

THE MODRON MAZE



The Modron Maze is a one-shot dungeon adventure created for Dungeons and Dragons 5th edition. This dungeon can easily be inserted into any setting, as it takes place in a pocket dimension known as the “Modron Maze”. It is intended to be played by four, level 4 characters, but could easily accommodate any number characters between levels 3 to 5.

In this adventure the Modrons, in their infinite wisdom, have decided to investigate what attracts common adventurers to places called “dungeons”. To enable their experimentation, Primus, the deity of the Modrons created a malleable pocket dimension known as the Modron Maze for the research. Primus then gave limited control of the dimension to a Decaton, a Modron officer who calls himself the Creative Director. To undertake this experiment, the Creative Director began running a gauntlet of dungeon-like activities for adventurers with the goal of identifying what drew them to places of such danger and mystery.

Though the dungeon is presented as “linear” it should not be played as such. The players should have the opportunity to explore the roof walkways above the dungeon, the pits below, the Maze’s sides, and even break down walls to gain entry to other rooms. However, all areas have their own dangers.

WHAT IS A MODRON?

Modrons most simply, are the purest expression of law in physical form. They are beings of pure order and procedure, who follow a rigid and freedom-less hierarchy. Each is a cog in the great machine.

ROLEPLAYING A MODRON

Each type of Modron has specific rules for how to act and approach situations, with the lowest ranking Modrons being the simplest in procedure.

The most general rule to remember is that Modrons are uncreative robots. Monotone in voice, emotion, and action, they do not think, they simply follow commands. However, there are rare occasions where a Modron will step outside of the species hierarchy and begin to think for itself. These are known as Rogue Modrons and are few and far between.

COMBAT WITH MODRONS

One of the easiest ways to approach roleplaying a Modron is through their fighting. For this reason, here are a couple of optional rules you can use to add flair to combat with Modrons:

- They all take their turn on a single initiative number (most likely 10, the average of a d20 roll).
- They only do average damage for every successful attack (the average damage can be found in their attack stats).
- They all complete their actions in sequence, so they move together, attack together, use their actions together.
- Modrons operate in perfect clockwork order. If they ever do make a mistake, it will be their first and last.

DUNGEON OVERVIEW

The Modron Maze is divided into eight parts.

Part 1: Exploration Test. The characters appear in an unknown, perfectly square room made of complex metals and machinery. A neutral overseer, named the Creative Director informs them of their placement in an experiment to determine what attracts people to dungeons. Their first test is exploratory. In this room they learn from the friendly Farmer Modron that his daughter, Maiden Modron, is missing. It seems she's been kidnapped by Evil Wizard Construct.

Part 2: The Puzzle. Gaining access to the next room, the characters intellectual might is tested through a logic puzzle. Failure to find the solution does not stop their progress, but it does make them a bit more burnt.

Part 3: Moral Dilemma. The next room of the dungeon houses a moral dilemma, where the characters are asked to make a choice to save one of two Modron illusions. The first illusion is of two waving Modrons, and the other is a single Modron with a neat hat. After completing the challenge, the overseer informs the characters that the results were unclear. They then undergo another similar test, except with two large mounds of treasure.

Part 4: Dastardly Deeds. The Creative Director is unusually silent in this room, as the characters discover Farmer Modron being tortured by another eyepatch wearing Modron. Seeing the characters, the Torturer Modron calls in help from a captured Diluted Gelatinous Cube. A fight ensues and the characters are eventually able to save Farmer Modron. He informs the crew that the Evil Wizard Construct is in the next room with his daughter.

Part 5: Villain Unveiled. Pushing forward, the characters find the Evil Wizard Construct in the next room. A massive cylinder of dark mystical energy, he keeps the captured Maiden Modron next to him. Defeating him, the characters save Maiden Modron from certain doom. This is the final room of the experiment. At its conclusion, the Creative Director congratulates the characters and notifies them that they can teleport home in the next room.

Part 6: The Way Out! This next room houses a simple metal teleportation platform covered in arcane symbols. However not everything is as it seems, this alleged teleportation device leads to certain doom. There also seems to be hidden crawlspaces and ladders that lead to secret walkways located around the room.

Part 6.1: A Trap! If the characters use the teleportation pad, it unfolds like a trap door and sends them spilling into a massive dark pit below.

Part 7: Real Villainy. Finding their way into this control center, either through the pits below, crawl spaces, or ventilation shafts, the characters meet the Creative Director. This officer-Modron-gone-rogue spews hatred toward the characters and their kind. It tells them of its endless time in the pocket dimension testing and blames the characters for its misery. A space-bending battle ensues, and the characters are tested to their fullest ability. Through the Creative Directors defeat, they gain a safe passage home.

ADVENTURE HOOKS

Adventurers are drawn to the Modron Maze pocket dimension for many reasons.

Intercepted Travel. While using a form of group teleportation, or a teleportation circle, the characters may be intercepted and instead placed in the Modron Maze dimension for experimentation.

Mysterious Doorway. The characters find a silvery shimmering portal in a place of mystery... I wonder where it leads? Placed in locations frequented by adventurers, these portals fit the local setting and beg to be stepped into. Often found in trade city alleyways, enchanted forests, endless deserts, or even inside another dungeon, these one-way portals lead directly to the Modron Maze.

Scouting Parties. If you would like to hook this one-shot dungeon before the actual session of play, you could have a small contingent of aggressive Modrons teleport in and fight the adventuring party. These Modrons scouts are tasked with finding new participants for the experiment, and after their defeat, they leave behind a small magic metallic cube that when activated teleports the characters to the dungeon.

Encounter (700xp): x4 Duodrone, x3 Tridrone (MM pg.225)

THE VILLAIN

The villain of this adventure is a rogue Modron 'Decaton' named The Creative Director. Unlike other normal Modrons, a Decaton is an elite officer of the Modron hierarchy that hold immense power. The Creative Director for example, was sent to the Modron Maze pocket dimension and was given the ability to shape and alter it to its will.

Instructed by the Modron God Primus to carry out the dungeon exploration experiments, the Creative Director was left to its own devices inside this pocket dimension until such a time it could produce an empirical conclusion. Unable to leave the dimension until its goal was completed, the Creative Director was eventually driven mad. Calling itself the Creative Director, the Decaton began to display odd behavior such as developing emotion, self-reflection, and self-determination.

Driven further and further down the hole of insanity, this now rogue Modron developed a deep hatred of adventurers, recognizing them as the cause of his imprisonment.

Acting in anger, the Creative Director began constructing ever deadlier experiments and death traps, twisting its original directive into a form of lawful vengeance.

DURING THE GAME

The Creative Director is the overseer of the dimension known as the Modron Maze. He is always watching, he is always listening, and every so often **may give comment** or inject a monotone analytical insult.

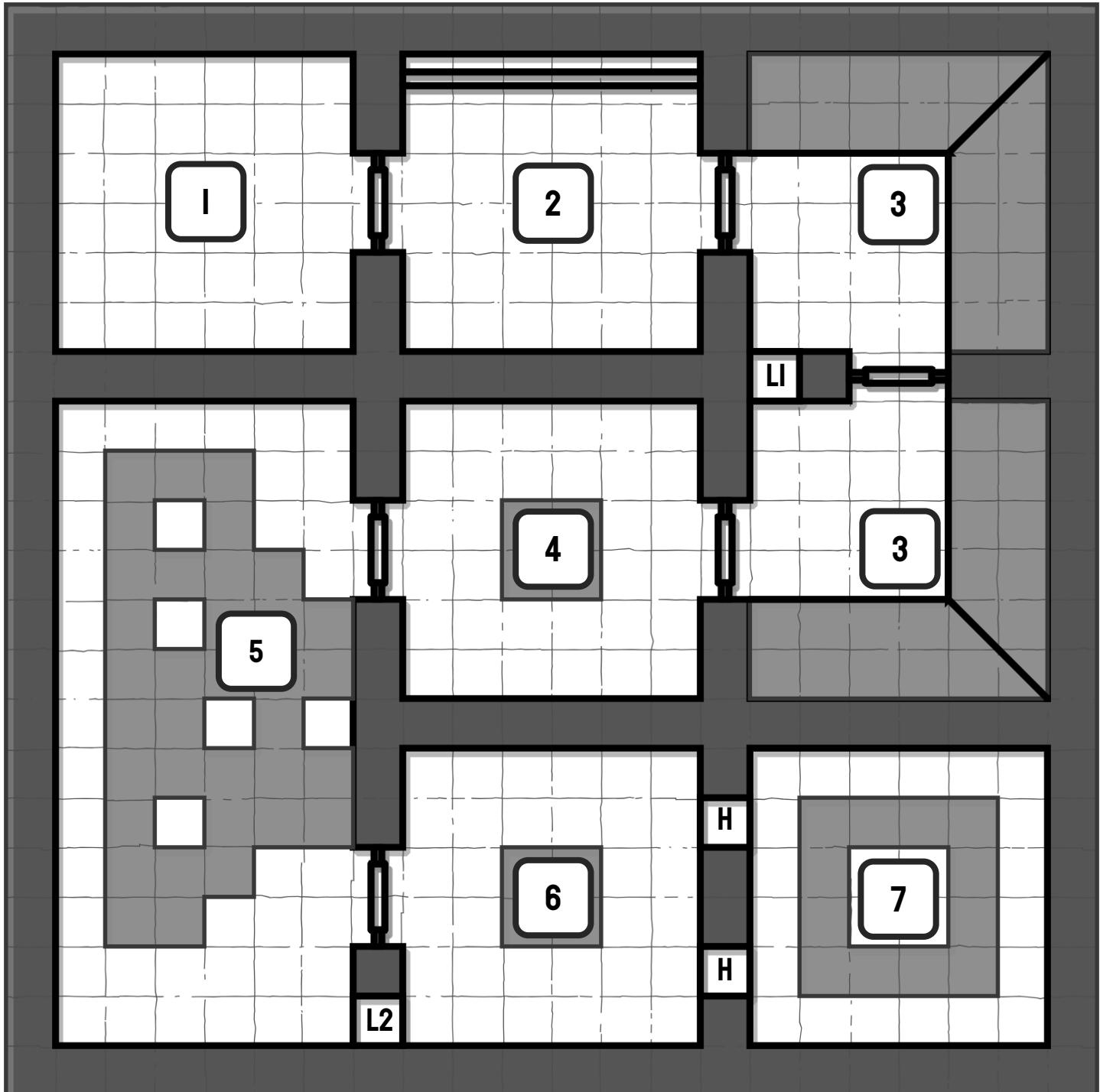
In addition to communicating with the characters, the Creative Director may subtly influence the time and space around the characters, but only when they are on **The Inside** of the Modron Maze.

He may use this distortion ability once on any character that answers "1-unsatisfying" on the room satisfaction scale (see rooms 1, 2, and 3 for details).

Distortion. Target one creature making a d20 roll: that creature feels a strange warping effect and foregoes the result of their d20 roll. Instead that creature receives a result of 10, modifiers are then added.



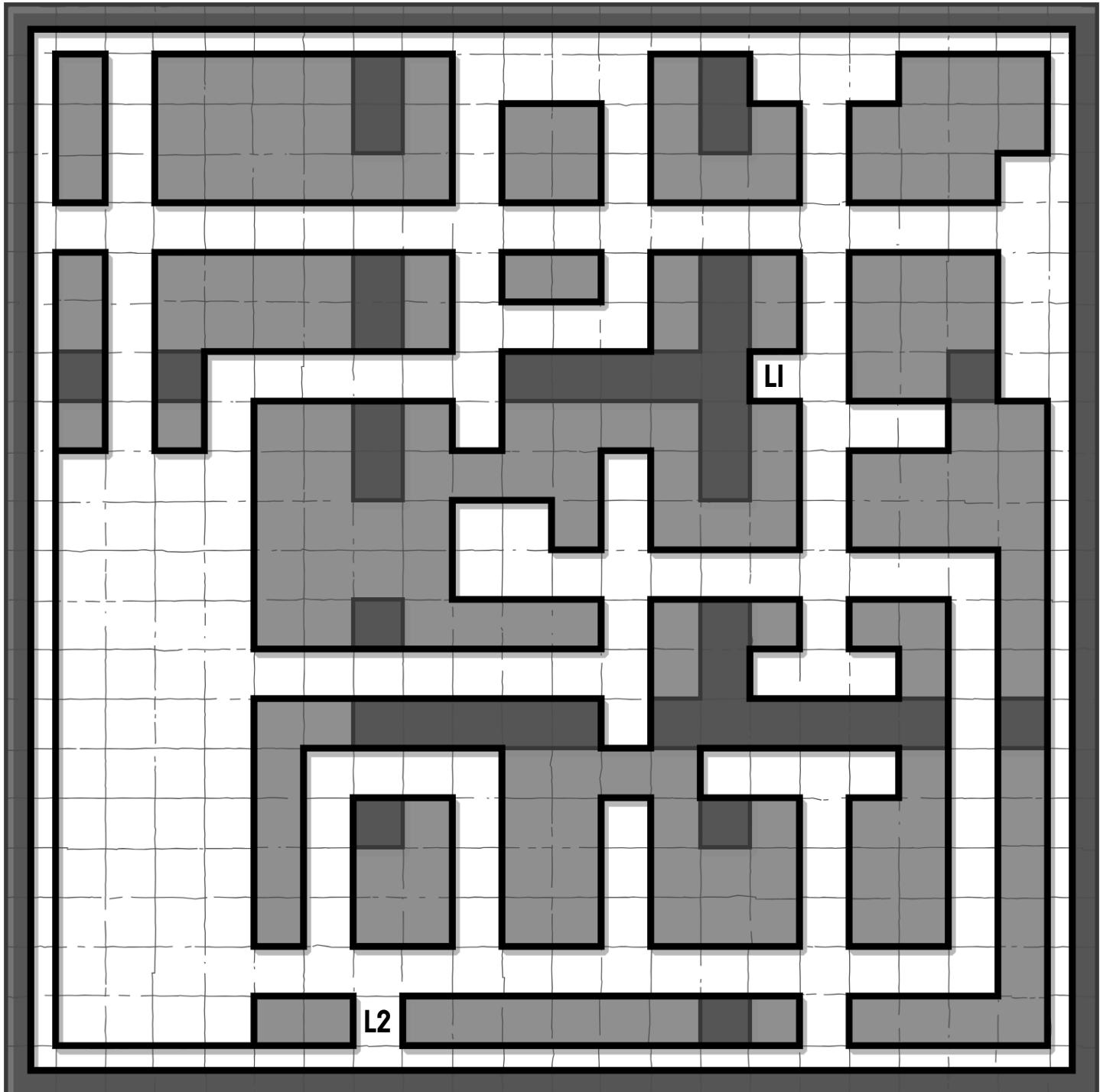
THE INSIDE



L - LADDER

H - HIDDEN

THE OUTSIDE



THE MODRON MAZE

DUNGEON FEATURES

The dungeon is contained within a massive mechanical cube floating through an empty void of nothingness. The cube itself is made from winding, whirling, and constantly working copper-gold machinery that executes the Maze's many necessary operations. The following are a few generic features of the dungeon that carry over from room to room:

- All surfaces within the dungeon's rooms are covered in metallic plates. DC 20 Strength Check to pry one off. If punctured, a hole behind the plate will reveal different locations, see The Outside.
- An all-pervading sun light shines throughout each experiment room.
- The space between rooms is filled with heavy mechanical machinery constantly at work. It has an AC of 15 and 130HP. Whenever a section is destroyed a random trap effect will occur (Appendix A).
- The doors between rooms are always hidden within its walls until the room's challenge is completed.



PART I. EXPLORATION TEST

The dungeon begins as the characters appear in the first experimentation room. Refer to the adventure's hooks for why they appear within this dimensional pocket space.

Appearing like someone being thrust out of a cupboard, you come out of the portal stumbling into a perfectly square room. All the surfaces are lined with copper and gold plates that make a subtle metallic *clink* when walked over. Painted on the walls in acrylics is farm scenery, with cornfields, green rolling hills, and a blue sky. Strewn across the room are a few different objects resting on either the ground or podiums. A low hum drifts through the air and is broken a few moments after your arrival. Interrupting the low hum is a booming all-pervading voice that echoes throughout the room.

When the party enters the room, the voice of the Creative Director (See "The Villain" section) echoes throughout the room like a commanding overseer. Speaking in a robotic, monotone Common he informs the party quite cordially:

"Welcome participant party, you have been selected for adventure curiosity and dungeon construction experiment number 73 for the Modron Collective."

"Tests will be administered in a room-by-room format and you will receive compensation in wealth and new experiences in return for your participation."

"Please feel free to relax and take in your surroundings."

Pause for 3 seconds

"Your time for relaxation is over, the first test, exploration will begin."

The voice then slowly fades away, leaving the characters alone in the room to explore.

FARMER MODRON

On the north-eastern side of the room, awkwardly sitting on a metal rocking chair painted to look like wood, is a Monodrone wearing a straw hat. He sits completely motionless.

If spoken to, he will tell the characters in a monotone robotic voice that his "daughter", Maiden Modron, has been kidnapped by the villain known as Evil Wizard Construct. If asked for more details, he will inform them that he is not programmed with anything else, nor can he leave the room. All he knows is he loves Maiden Modron and wishes her returned home. If taken outside the room, he will not resist, but instead, will be teleported away instantly into Part 4: Dastardly Deeds (pg. 14).

Finally, Farmer Modron will choose one of the characters at random and name them the "Helpful One". He will continuously refer to them as such throughout the adventure.

ROOM DETAILS

A perfectly square 30ft by 30ft room. Scattered around the room are gold-copper estimations of farming equipment. The objects are odd and completely non-functional. For example, a metallic cart with square wheels.

Near the southern wall, there is a metal pedestal that cradles a black and white artwork of Farmer and Maiden

Modron together in front of the farm scenery, Maiden Modron is in an ill-fitting dress and has a sunflower stuck on her head.

Near the western wall is eight rocks on the ground, DC 15 Wisdom (Perception) check or thorough handling reveals they are painted gems worth 3gp each.

TREASURE

When the characters finish talking to Farmer Modron, a leather-bound bag of coins will materialize in a flash of light drop to the floor in front of them. The bag is labelled "Bag of Coins" and holds: 60gp, 160sp

PLEASE RATE YOUR EXPERIENCE

After the party speaks to Farmer Modron, they will be given a moment to collect their treasure before the voice of the Creative Director rings out again.

"Congratulations, you have succeeded in the exploration test and therefore are eligible to participate in the experiment's remaining rooms."

"Before the next room is made available to you, would you all please verbally rate your experience so far on a scale of 1 to 5. With 1 signifying an unsatisfying experience and 5 an extremely satisfying experience."

Wait for each player to verbally announce their experience with the room – prompt them again if need be

"Thank you for your ratings, please proceed to the next room."

With that final sentence, the monotone robotic voice ends and some of the plates in the far eastern wall shift and slide apart. This reveals a hidden pathway to a new room.

PART 2. THE PUZZLE

Entering this copper and gold-plated room, you notice an elaborate setup of large cogs, pivots, and spokes on the northern wall. Following its flow from a starting lever to end cog, you see a small hammer attached to the last gear. Beside the hammer are two lanterns of transparent glass that are set into the floor. Within them, small glowing beads no larger than a marble, flicker silently like a fireplace condensed into a small sphere.

As the group peruses the elaborate setup, the overseer will again speak:

"This is a puzzle that must be completed to gain access to the next room. When the lever is turned the cogs will move in succession and the small hammer will shift to one side."

"If the hammer hits the glass lantern, it will break, and fire will engulf the room ... possibly consuming you all."

"To avoid this outcome, you may remove one of the two vials out of the hammers path. Only the right one will lead to safety ... so choose wisely."

"However, regardless of whether the fire effect is activated or not, the door will still open."

THE PUZZLE

Look at the next page for the puzzle handout. Simply, the characters must choose one of the two lanterns to take away. After they take away one lantern, the other is clamped by metal and cannot be taken away.

The room's lever is then used to activate the gears, which both open the next doorway and move the small hammer to the LEFT with extreme force.

If the characters fail to remove the correct lantern, it is then shattered by the hammer's impact and each character must make a DC 12 Dexterity saving throw or take 4d6 fire damage. Half damage on a successful save.

THE SOLUTION

The left lantern must be removed to avoid activating a miniature fireball.

A HINT

A DC 14 Wisdom (Perception) check can find a small, scratched symbol on one of the larger puzzle gears. This marking is a Thieves Cant symbol for the direction of "left". Also, below the symbol is an even smaller sign off in letters, likely the initials of the markers name, it reads "T.K."

If none of the party knows Thieves Cant, a DC 16 Intelligence (History) by either a criminal or a linguist in the party can determine what it says.

TREASURE

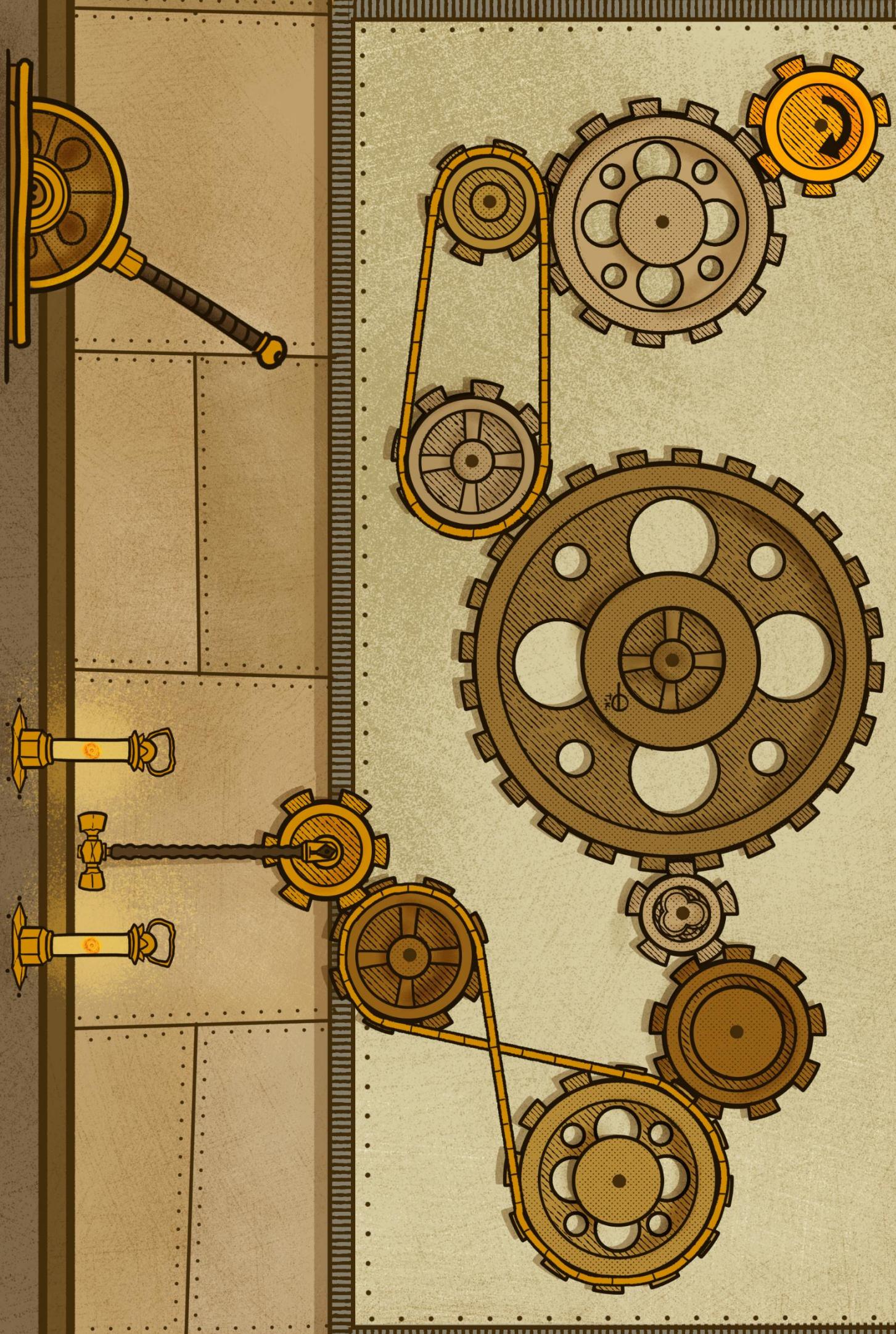
If one of the vials is removed (even if it's the wrong one), the party still gains a single Lantern of Miniature Fireball (Appendix B).

SUCCESS... MAYBE?

Once the next door is revealed, either through success or failure, the Creative Director will speak again.

"Before the door is unlocked and the next room made available to you, would you all please verbally rate your experience so far on a scale of 1 to 5. With 1 indicating your experience was unsatisfying and 5 indicating it was extremely satisfying."

Once all players have spoken a rating, the door will unlock.



PART 3. MORAL DILEMMA

This next room contains two jail cells against the north and eastern walls. At 10ft wide and 15ft long, these two cells have a force barrier of golden light that starts half an inch off the ground and leads up to the ceiling. In front of each cell is a lever sticking out from the floor.

In the northern cell is a single square Modron with two eyes, wings, and a distinct blue hue about him. He is completely silent, unmoving and is wearing an outrageous green velvet cap with a perfectly angled peacock feather protruding from its side.

In the eastern cell, two Modrons made from two stacked rectangles on top of each other stand waving at you all. They are silent and boasting a similar slight blue hue.

Once inside the voice of the Creative Director will speak again:

"The Evil Wizard Construct has placed a grave quandary within this room"

"To proceed to the next room, you must make a decision. One of these cage's contents must be destroyed."

"If a decision is not made, you will remain trapped within this room. To decide, please activate a lever to destroy its cage's contents."

FIRST ROOM DETAILS

All three Modrons within this room are simple illusions (Minor Image).

The contents of both cages stay completely still, motionless, and soundless (besides the waving). If spoken too they do not answer back or make any movement. They are like paintings on a wall; staring deeply into the souls of whoever gazes upon them.

If a player investigates (DC 14), they may find a small, scratched symbol on one of the levers. This symbol is Thieves Cant and simple relays in code: "Illusion Ahead – T.K."

The jail cell shield is a powerful force barrier similar to that of the spell Wall of Force. It is immovable and immune to all damage and cannot be dispelled by dispel magic. A disintegrate spell will however destroy the wall instantly.

FIRST ROOM DESTRUCTION

When a choice is made, and a lever is pulled, the bottom floor of the chosen cage will slide apart to reveal a black pit that has the loud sounds of intimidating whirling gears emanating from it. When the floor plates slide apart, the images within that cage will fall unceremoniously and vanish into the black of the pit. After a choice is made and destruction of one cage's contents, the Creative Director again ask for feedback.

"Before the next doorway is unlocked and the next room made available to you, would you all please verbally rate your experience so far on a scale of 1 to 5. With 1 indicating your experience was unsatisfying, and 5 indicating it was extremely satisfying."

RESULTS WERE... UNCLEAR...

Moving to the next room, you get a moment of déjà vu. This new room's contents almost mirror the last. The main difference being that the cells are now against the southern and eastern walls. They also no longer contain Modrons, instead they hold two small mounds of treasure, locked away half an inch off the ground by a golden force barrier.

"Preliminary results from the last room show that the moral dilemma you faced was not potent enough to produce an accurate result."

"Therefore, an alteration of the previous room's challenge has been made to better test the adventurers' moral code."

"In addition to unlocking the way to the next room, you may take whatever is not destroyed."

SECOND ROOM DETAILS

- Treasure pile one (south): 450cp, 660sp, 340gp, x1 Jade (50gp), Spell Scroll (Healing Word), x2 Potion of Healing, Cloak of the Chameleon (Appendix B).
- Treasure pile two (east): 300cp 675sp, 290gp, x2 Star Rose Quartz (50gp), x1 Sardonyx (50gp), Spell Scroll (Heroism), x2 Potion of Healing, Second-Hand Gloves of Thievery (Appendix B).

Investigating the room (DC 16) a character can find a new Thieves Cant symbol notched into the eastern wall where the next doorway will open. It simply translates to: "Evil – T.K.".

ATTENTION TO DETAIL

If an attentive player remembers the half an inch gap from the floor to the barrier and uses Mage Hand or a similar technique, they can recover some treasure slowly over time. Retrieving chunks of gold and gems, they can gain **150gp worth of wealth**. However, they will be unable to recover any of the magic items, scrolls, or potions due to the size of the gap. After some time spent doing this, or another alternative solution, the Creative Director will speak again to stop the transgression:

"I have heard it is difficult to sacrifice that which you love, you now have 30 seconds to decide which cell contents to possess, or both cell contents will be destroyed."

Once this sentence is finished, the characters can hear the beginnings of a monotone cackled laugh just before the voice transmission ends... quite odd.

SECOND ROOM DESTRUCTION

When a choice is made and a lever pulled, the chosen cell will have its floor plates shifted apart to reveal a dark pit. The treasure within the chosen cell will then quickly descend into the pit and be crushed in the churning machinery below.

Again, upon successful choice and destruction of one cell's contents, the Creative Director will ask for satisfaction feedback. When an answer is given by all party members, a new doorway will reveal itself.

"Before the door is unlocked and the next room is made available to you, would you all please verbally rate your experience so far on a scale of 1 to 5. With 1 indicating your experience was unsatisfying and 5 indicating it was extremely satisfying."

PART 4. DASTARDLY DEEDS

As the party make their way to this room, Farmer Modron will teleport from wherever he is, into this space, suspended by chains from the above ceiling.

Passing through the doorway, you see a familiar square room, except there's a bottomless square pit in its center. Whirling, mashing, and smashing noises can be heard coming from it. Dangling over the pit, with his two arms cuffed and chained to the roof is Farmer Modron. Leaning over the pit, prodding the farmer is another Modron, this one wears a large black patch covering its single eye. With each prod of the baton, Farmer Modron lets out a small monotone "ouch".

As the party enters the room, the Creative Director is silent and instead, the Torturer Monodrone (the one with the eyepatch) turns on its heel and bellows:

*"You will never stop Evil Wizard Construct! He will continue his reign of evil!"
"He controls this place, and he will soon control you too!"*

The Torturer Modron then wave his hand in a coordinated pattern, like casting a spell. This movement is followed by a collection of plates on the roof shuddering and opening. Released from behind the plates is a translucent cube-shaped ooze that drops out and onto Torturer Modron, unexpectedly engulfing him.

Farmer Modron then lets out a monotone yelp "Help me Helpful One!" **Roll Initiative.**

Encounter: x1 Diluted Gelatinous Cube (Appendix C)

TACTICS

The Diluted Gelatinous Cube starts by falling out and onto Torturer Modron. It seems the cube also contains another hapless Modron. The acid of the cube has no effect on these Modrons, but the ooze's hold does stop them from escaping. With no further programming beyond "fight", the two Modrons will aid their new cube overlord.

The cube's first instinct is to consume the characters closest to it. Slowly making its way around the room, it slowly attempts to absorb as many people as it can. Make sure to use the javelin ranged attack!

TREASURE

When the cube dies, a leather-bound bag of coins will appear and Torturer Modron's baton will spill out of the deflated cube.

- The bag is labelled "Bag of Coins" and holds: 60gp, 160sp.
- The baton has an engraved inscription that labels it, "A Goody". It is a Modron Rod of Zapping, a minor magic trinket that when waved through the air, lets out a harmless sparkle of electric-like light. It could fetch 200gp when sold to the right merchant.

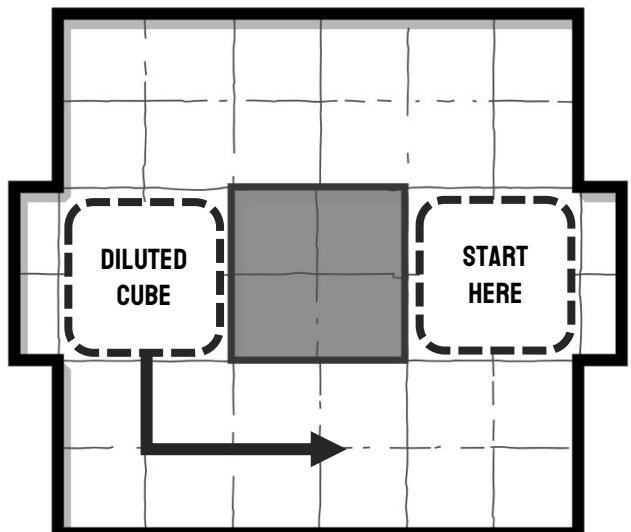
SUCCESS

Once the cube has been defeated, the characters are given a few moments to collect their loot and survey their surroundings. Next, either prompted or unprompted by the party, Farmer Modron simply states:

"Please Helpful One ... Maiden Modron is within the next room ... Please help."

At which point the doorway to the next room will reveal itself, automatically unlocking. Strangely the Creative Director does not say a word during the entire time.

If spoken to, Farmer Modron will tell the party he was captured and tortured for speaking out against *Evil Wizard Construct*. If freed, he will teleport away, back to the first room.



PART 5. VILLAIN REVEALED!

Entering you see a peculiar rectangular room filled black smoke, stripped away floor plates, black pits, and exposed machinery. At the end of the room is a large floating cylinder of black metal wrapped in a deep dark blue robe. Outstretched from it are four mechanical arms that slowly wax and wan in rhythmic fashion. Two of the arms hold a long black gnarled staff. Standing awkwardly next to the being is a small Modron with a flower stuck to its head; this must be Maiden Modron!

As the party has enters this room, the door behind them locks tight, and the plates revealing it slide back together. No escape now.

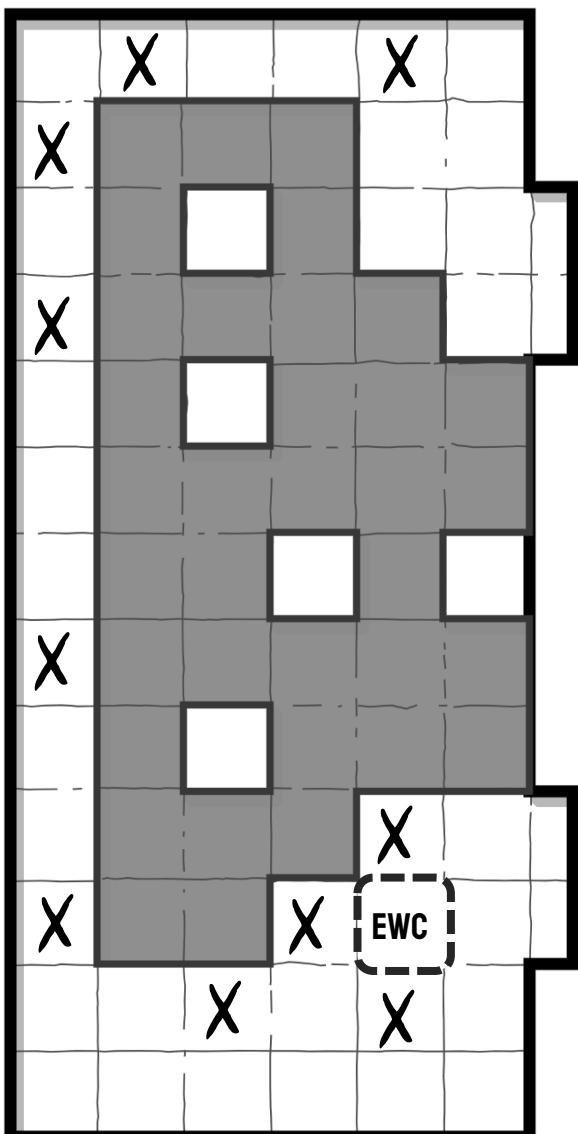
Dark cackling will then begin to radiate from the black cylinder. It speaks now in a villainous version of the Creative Director voice.

"You have all fallen into my trap! You will never stop my villainous plans."

Maiden Modron beside the cylinder will then repeat this phrase every six seconds: "Please help me adventurers!"

Roll initiative.

Encounter: x1 Evil Wizard Construct (Appendix C)



DARK GREY SQUARES

The dark-colored spots are a combination of dangerous exposed machinery and bottomless pits. They are most likely instant death if fallen into. However, a character who falls off here can make a DC 10 Dexterity saving throw to grab onto the edge. On their turn, they may then use half their movement to pull themselves up

X MARKS THE SPOT

Scattered about the room are several trapped floor tiles, as noted this rooms map. These tiles act as pressure plates and when stepped on, produce a random trap effect as described in the Trap Effects table (Appendix A).

The trapped floor tiles require a passive or active perception of DC 14 to be noticed. If observed, it appears the trapped tiles are engraved with a faded "X". Likely left behind by our Thieves Cant friend, T.K.

TACTICS

This encounter is more a puzzle than hard-core combat. In addition to the traps scattered around the room, the Evil Wizard Construct is only an illusion projected by the Creative Director. The Construct is deadly, but only for as long as the characters think it is.

The Construct's main goal is to play with the character's minds by casting *fear* and stopping its attacks with the *shield* spell. If the players are smart, this will likely be a short anti-climactic encounter; it was designed as such!

To determine the Evil Wizard Construct is an illusion, a character must succeed a DC 16 Intelligence (Investigation) check.

Successful attacks against the construct harmlessly pass through it. Although attacks deal no damage, if a character observes it dealing no damage, they instead gain advantage on the intelligence (investigation) check to determine if the Construct is an illusion.

TREASURE

When the Evil Wizard Construct dies, it will do so in a brilliant flash of black energy light. Leaving in its wake, two large leather-bound bags

- The first bag is labelled "Bag of Coins" and holds 60gp and 150sp.
- The second bag is labelled "Random Gems" and holds four 1-inch by 1-inch cube rubies worth 25gp each.
- Upon being rescued, Maiden Modron will hand the "Helpful One" a fine amulet worth (25gp) and a useless cloth handkerchief.

FINAL SURVEY

Once all characters no longer respond to Evil Wizard Construct as a threat, it violently explodes in a brilliant flash of black energy, momentarily blinding everyone around. With the evil now vanquished, Maiden Modron says thanks to the group: "Thank you for saving me!"

If asked what she will do next, Maiden Modron will tell the party that she will return home and live happily ever after.

After a few moments have passed and the characters are able to claim their treasure, a familiar voice rings out through the room. The Creative Director speaks again in its normal emotionless voice:

"Congratulations on defeating Evil Wizard Construct and thwarting his master plan. I will now reveal the doorway to the final room. In it is a teleporter that will take you home."

"Before the door is unlocked and the final room is made available to you, would you all please verbally rate your experience of this whole dungeon on a scale of 1 to 5. With 1 indicating your experience was unsatisfying, and 5 indicating it was extremely satisfying."

Once all the verbal answers have been collected, the next room will reveal itself.

PART 6. A WAY OUT

In the next room, you see yet another generic metal-plated chamber with a large circle step-sized pedestal in its center. Atop the pedestal are complex engravings and symbols that look like they play some part in a magical ritual.

The Creative Directors voice will ring out:

"Thank you for your participation in this experiment. Once you are all standing on the teleportation circle, it will activate and teleport you back to your original journey."

ROOM DETAILS

The "teleportation" circle is located at the absolute center of the room. If a magically inclined character makes an Intelligence (Arcana) check to discern its legitimacy, a successful check of DC 15 reveals that this is a fake circle. It is missing key engravings and the materials needed to produce successful teleportation.

A passive or active perception of DC 14 can also see a small etched Thieves Cant symbol from T.K. on the teleporter circle. The symbol when translated through either knowledge of Thieves Cant or an DC 16 Intelligence (History) check says: "Danger".

An Intelligence (Investigation) check of DC 14 can also discover this etched marking left by T.K.

An Intelligence (Investigation) check of DC 16 also discovers some of the copper-gold plates on the eastern wall of the room have been hastily replaced. They can be easily removed, no check required. Taking them off reveals a small ventilation shaft about the size of a crouching Monodrone. If the characters follow this path, they move on to Part 7.

A TRAP!

If most of the characters stand on the teleportation circle, a small humming sound is produced as if a magic force is coming to life. However, in an instant, the trap floor beneath the characters will fall away and each character must make a DC 14 Dexterity saving throw or fall into the pit.

If a character is especially wary of the teleportation circle and requires some convincing to stand on it, they will only need to make a DC 10 Dexterity saving throw, as they are prepared for the worst.

Any character who does not fall down the pit is then allowed to make a DC 12 Dexterity (Acrobatics) check to snatch the hand of a companion and stop them from falling. A Strength (Athletics) check of DC 12, 14, or 16 is then needed to pull them up. The difficulty of the check is based

on the falling character's weight. Other stable characters can also use the help action on this check, giving advantage.

FAILURE TO CATCH OR PULL UP.

Any character who is unsuccessful in all their attempts to stop falling is **allowed one round of actions** to save themselves using creative means. Across from their position of falling, 10ft down and 10ft east of them is a small maintenance ladder dangling 10ft into the pit that they may try to reach.

If a character does gain access to the ladder and its maintenance shaft, it leads to the control center room in Part 7.

Otherwise, any character completely and utterly unsuccessful in all their endeavors falls down the pit into a massive room that holds an endless amount of grinding and churning gears and mechanisms. They are instantly killed. These gears have been brought to this dimension from Mechanus and as such can destroy any substance, even artifacts.

PART 7. REAL VILLAINY

In the center of this room copper-gold room is a massive bottomless pit that contains a single hovering metal island. Sitting on the island is a ball of complicated mechanics, metals, and matter that sits proudly on a mound of treasure. The being ball looks Modron in design, but large and daunting. Its body contains four almost human eyes, ten rhythmically floating tentacles and a massive pair of rubber lips that are evenly spaced about its body.

As the characters enter the room, the creature in the center island brings itself from a deep trance and notices their presence. All four of its eyes turn toward the closest character. It then leans forward and purses its massive lips together to speak. This is Creative Director. In its monotone robotic voice devoid of emotion, but seemly filled with words of vile, it speaks:

"Ah, so you have decided to go looking where you should not. Although, I secretly hoped you would. Many of the others perish immediately in the tests or the gears below."

"But some do make it here. Those are my favorites. I keep their things here."

Robotic cackle as it looks toward its treasure

"If there is one thing that 73 experiments have taught me, it's that you adventurers die so easily."

ALTERNATIVE WAYS HOME

Although the Creative Director is a twisted force of evil, it is also highly lawful, logical, and egotistical. It is deeply concerned with continuing its task and self-preservation. A charismatic and intelligent comment from a character within his lair may catch him off-guard. Perhaps it may even, through conversation, lead him to be convinced that sending these particular adventurers' home is the only logical choice.

Beyond the creative, a Lawfully aligned character can make a DC 22 Intelligence or Charisma (Persuasion) skill check to convince the Creative Director to send them home. However, creativity, intelligence, and roleplay will always result in a much lower DC(s), or maybe no check(s) at all!

Otherwise, when words don't work: **Roll initiative.**
Encounter: x1 Creative Director (Appendix C), x6 Monodrones (MM pg. 224)

ROOM DETAILS

At the start of combat, the Creative Director will enforce his control over the pocket dimension and create a new arena for battle. One he has far more control over.

This arena looks like a mirror dimension, with the Director's original 30ft. by 30ft room being repeated infinitely.

If a player slips off the battleground into the shaded areas, they can make a DC 10 Dexterity saving throw to grab onto the edge. On their turn, they may then use half their movement to pull themselves up. On failure they will fall through the pit and appear at the top of the mirror dimension, falling again, like an endless portal loop.

TACTICS

Although the Director has supreme control over the dimension, he is not truly a god and must in all ways follow his prime directive: test adventurers. As a result, he cannot instantly destroy the characters, instead he must rely on his grappling tentacles attacks, his Modron army, command spells, and other protection methods to wear down the characters and defeat them through attrition. Remember to use his villainous actions!

DEFEATING THE DIRECTOR

Upon delivering the final blow to the Creative Director, he will begin to energize and implode in black particle energy. Using his last dying function, he speaks to the characters one last time:

"You will ... never ... stop ... my evil plan!"

The realm will then begin to reconstruct itself, returning to its state before the fight. The items within the Creative Director's treasure hoard will also remain, ready for looting.

TREASURE

- *Golden Gear Amulet*: this amulet is a piece of fabric haphazardly tied around a large golden gear.
- 932cp, 532sp, 232gp, 32pp, Brass Amulet set with Bloodstone (100gp), Silver Gorget (50gp), Glass Eye, (25gp), Silver Bowl (50gp), 3x Chalcedony (25gp).
- Potion of Resistance (Thunder).

A PORTAL HOME

Upon the Directors death, the Modron Maze will begin to yawn, crack, and shake. Although the rumblings are only small to begin with, they grow stronger with every minute that passes. The Modron Maze, now without a controller, is collapsing.

As the dimension begins to shutter, two orbs of light will appear near the party. One orb being made of pure radiant energy, and the other dark and void-like. These two orbs will then clash together to create a tear-like portal within the dimension. One which, between its cracks, shows an image of the party's original safe destination.

For extra fun, describe with increasing detail the dimensions collapse as the players scramble to grab the loot and escape.

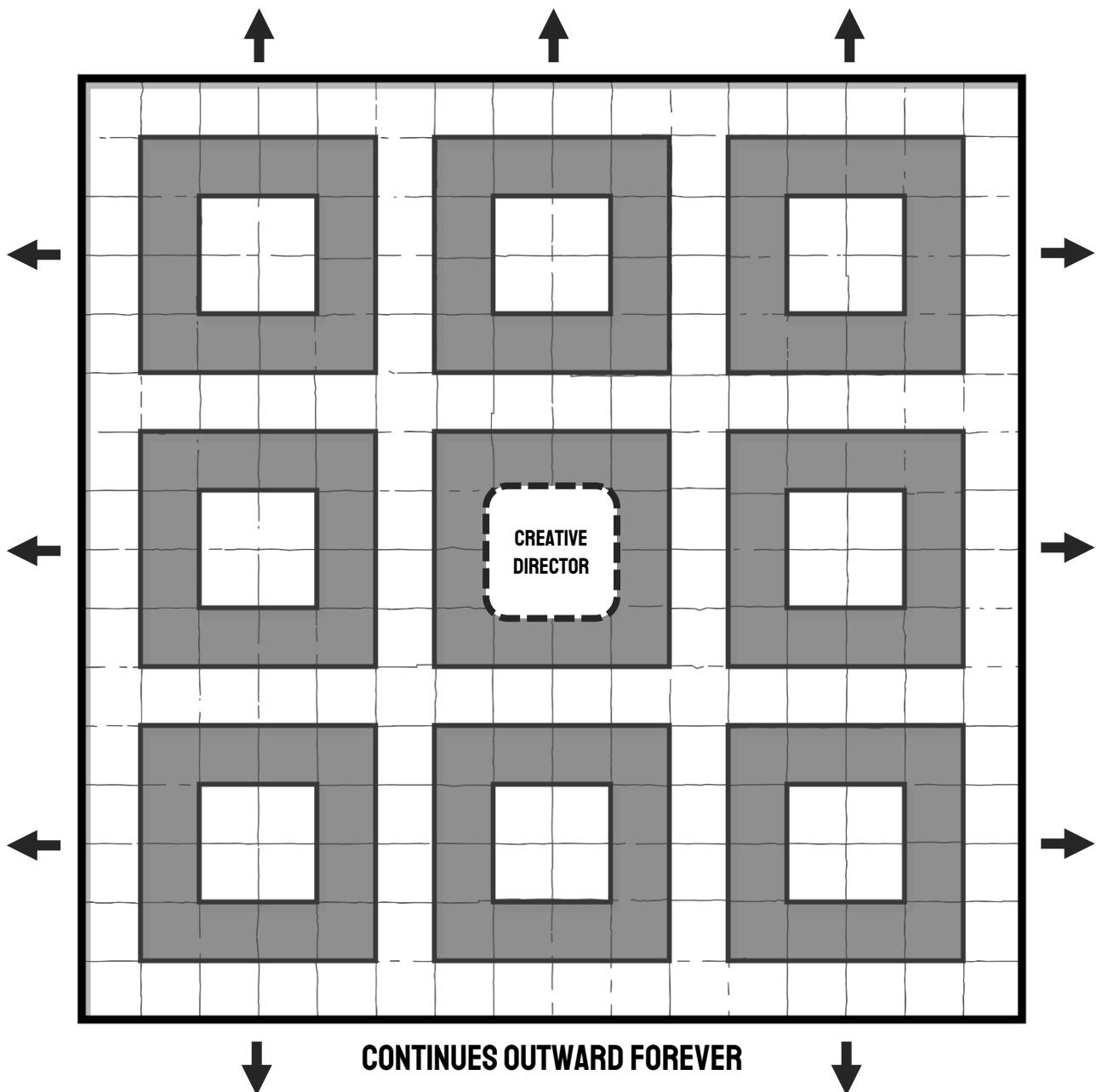
AFTERMATH

If you wish to continue the adventure's story, one possible way is to change the Director's dying words:

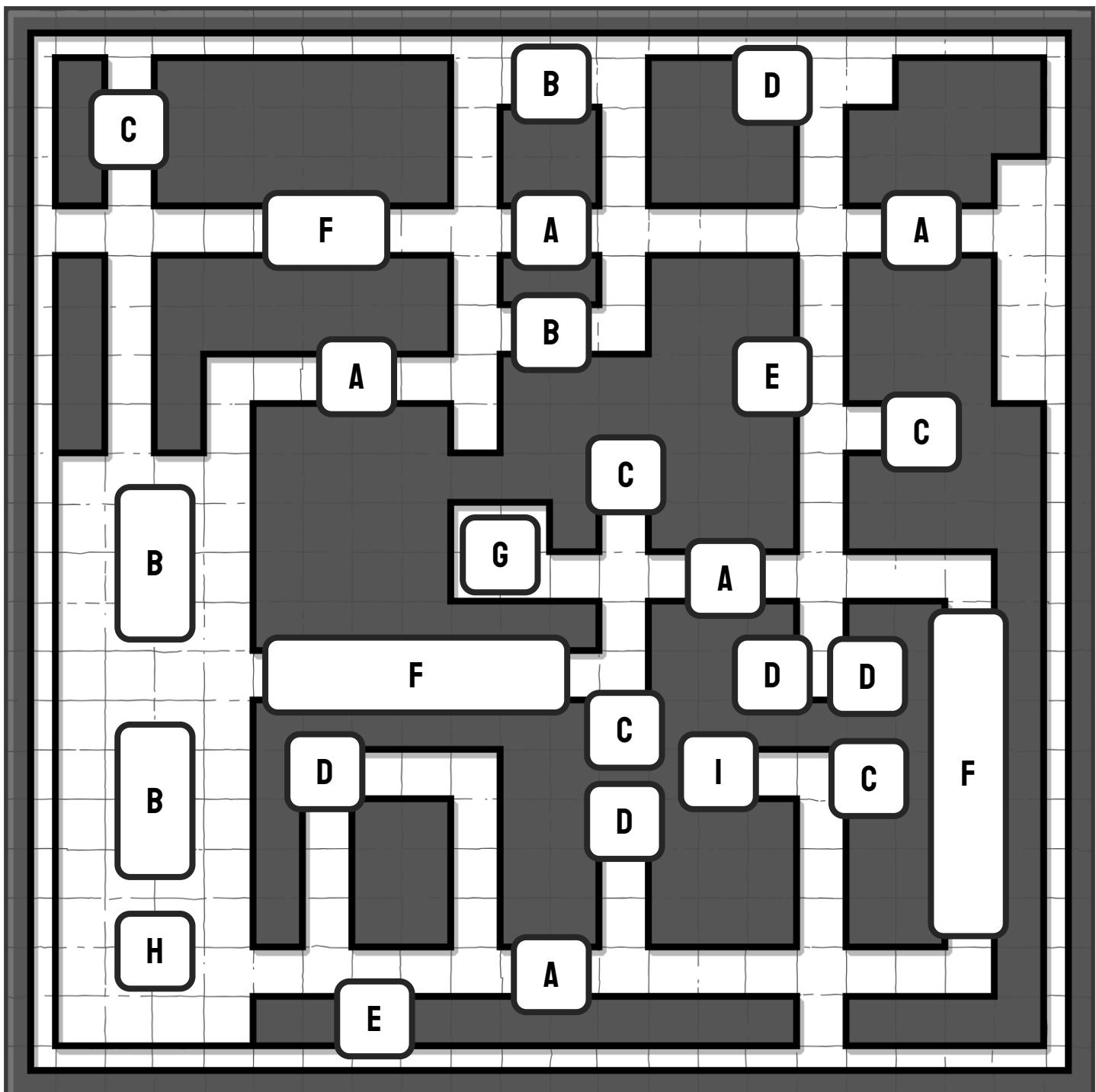
"You will ... never ... stop ... the Compositorium. Primus will ... be ended ..."

Some possible adventure threads to continue are:

- What is the Compositorium? Do they have some sort of connection to composite numbers?
- How does the Compositorium intend to end Primus?
- Will this affect the Great Modron March? A massive cosmic parade completed by the Modrons across the multiverse. It occurs every 289 years.



THE OUTSIDE



MAKING YOUR WAY OUTSIDE

It is perfectly reasonable, and even encouraged, that players will want to break free of the cube's experimentation. We are playing Dungeons and Dragons after all, not Rollercoasters and Railroads.

BREAKING A TILE

- DC 20 Strength (Athletics) check to rip a tile from its place.
- Or, if two or more characters whose strength scores combined are greater or equal to 25 work together, they can pry a tile off.

WALL FILLING

In-between the cube's many metal tiles are 3-5ft of mechanical inner workings. This metal wall filling has the following stats:

- AC 15, 130HP
- Whenever a section of the wall is destroyed a random trap effect will occur in that space. See Trap Effects Table (pg. 18).

MAKING YOUR WAY BACK INSIDE

If the characters break back through the roof into the rooms below, they will startle the Creative Director, who had previously lost sight of them. Confused momentarily by their sudden appearance, the Director will attempt to resume the experiment from whatever room they broke into.

CHALLENGES OF THE OUTSIDE

If a character succeeds in breaking free and getting out of the experimentation rooms of level one, they will be presented with different challenges depending on the breakthrough point.

If a character breaks through the floor, they will see a massive black void that emanates with the sounds of whirring machinery. Falling through willingly likely causes instant death as they descend 40ft into the cube's complex workings below. Falling characters are allowed a single round of action to stop or avert their death.

Additionally, characters may also, through spider climb for example, travel along the bottom of the cube, and access areas this way. They simply will need to make a new hole to get back in or use the ladder that leads to Part 7.

Although highly unlikely, if a character makes their way underneath the mashing gears near the base of the cube, they will find a series of 10ft high, 20ft-wide rooms filled with an innumerable Modrons in mechanical stasis. Ready to be teleported and receive new orders.

If a character breaks through any of the walls, they will be met with either an expansive black void or the neighbouring room. Falling out into the void results in an endless fall and death from starvation, dehydration, old age, or insanity. However, from one of these outside wall breakages a character may be able to climb 30ft upward to the rooftop. Doing so requires either equipment or magic.

If a character breaks through the roof (which is 30ft off the room floor), they will be met with a series of maintenance paths, walkways, and odd machinery. Walking around this topside is several non-aggressive Modrons going about their work. Completely attuned to their environment, these Modrons adeptly avoid all the traps in this area. This

topside is dangerous and was only intended for Modrons. Although travel along it may lead to shortcuts.

ROOFTOP WALKWAYS

Accessible in a variety of ways, this top section is to be treated like the corridors of a normal dungeon. Except that there are only a few walls separating the corridors from each other. These are marked as the spaces **shaded in dark grey**. These walls are 15ft high and are made up of a combination of open machinery and copper-gold plates.

ALERTING THE GUARDS

If one of the characters attacks a Modron pottering around, the rest of the Modron's about will turn on the party, and an enforcer Modron (Pentadrone) will appear to enact justice.

Encounter: x6 Monodrone (MM pg. 224), x1 Pentadrone (MM pg. 226).

Due to the size of the Pentadrone it is unable to naturally fit in the tight corridors of the walkways. However, to accommodate this, the corridor walls will morph and move out of its way, allowing it through to its target at half speed (20ft.).

THE OUTSIDE

A. TURNING GEAR

On the walkway is a massive gear (20ft in diameter) that blocks you from advancing further. It turns at a medium pace and takes about ten seconds to make a full revolution. Every so often a small circle cutout appears in the gear that is about half a human in size.

To progress further from here, a DC 12 Dexterity (Acrobatics) check must be made to time and jump through the gears gap. A failure of this check will deal 2d4 Bludgeoning damage to the character as they scramble out of the mashing gears rotation.

Or characters could just climb over it

B. SEE-THROUGH TILE

It seems this tile is made from some false metal that allows someone from above to look below and see the room inside. Like one-way glass. When stepped on without care a DC 10 Dexterity saving throw must be made to avoid crashing into the room below.

C. TRAP DOOR

On a small pedestal in front of this tile is a copper-gold lever. If pulled, the tile below the puller opens like a trap door. The puller must make a DC 16 Dexterity saving throw, or fall through to the room below, taking 1d6 bludgeoning damage as they land.

D. VALUABLE GEAR-PART

This area is dense with whirling, working, winding machinery and gears. It's a dead end.

From the outside, a keen-eyed character (passive perception 12) can see a valuable gold machine piece deep within the collection. A DC 16 Dexterity (Sleight of Hand) check can be made to swipe this piece from its place. A

failure results in the activation of a random trap from the Trap Effects Table (Appendix A). A success results in the acquisition of the machine part worth 50gp. This skill challenge can only occur once per location.

E. LADDER

This maintenance ladder can be used to access rooms below it. Although built for Modron use, a character can squeeze themselves through the shaft and to a small hidden crawlspace below. A simple tap on the wall plates at the bottom of the ladder reveals a hidden doorway to the rooms below.

F. MACHINERY WALKWAY

On this tile and similar tiles adjacent to it are a collection of gears, robotic arms, and machinery that are in a complex symphony of work.

Navigating this space is difficult, the following are some possible movement options:

- Deftly dodge the machinery, DC 14 Dexterity saving throw per tile. Failure results in 1d4 damage per tile.
- Forcibly move the machinery and robotic arms, DC 12 Strength saving throw per tile. Failure results in 1d6 damage per tile.
- DC 16 Intelligence (Investigation) check to discern the pattern of movement. Failure results in no damage. Success gives +4 to saving throws made to navigate the tiles. This bonus may be shared with the entire party.

G. GELATINOUS CUBE DISPENSER

In front of you is a locked vault doorway that leads into a 10ft. by 10ft room. On the doorway is a small glass panel that when looked through shows a floating Modron surrounded by floating coins and small machinery.

A passive or active Wisdom (Perception) check of DC 15 can identify that the space is filled with a Diluted Gelatinous Cube. Otherwise, if a character unknowingly unlocks the safety door (DC 12 Thieves Tools check) and enters the room, they will be surprised by the cube, which will attempt to engulf them. If they escape being engulfed, the cube will then move through the now unlocked doorway and attack the party. **Roll Initiative.**

Encounter: x1 Diluted Gelatinous Cube (Appendix C)

H. BIG RED BUTTON

In the center of this large rectangular room is several one-way glass panels that show a hazy visage of the room below. Near the far southern wall is a copper-gold podium that has a single large red button on it.

If pressed, the button will activate warning alarms around the room with flashing lights and sirens. Looking down, the room below will begin to fill with smoke, and an illusionary black cylinder (Evil Wizard Construct) will appear and begin spouting intimidating threats to no one. It seems this switch activates the encounter in Part 5. The switch also draws the attention of the Pentadrone and Six Modrons from around the area. **Roll Initiative.**

I. CRAWL SPACE

Approaching this small corridor, the area around it slowly becomes more ancient and forgotten. The machinery around this area is worn, rusted, slow-moving or stationary. Covering the area is a thick blanket of dust and the smell of stale air. At the end of the corridor is a pole with a red blinking light. Below it is a human skeleton, wearing the clothes of an adventurer.

On the bones is a suit of splint armor, a rusted mace, and a backpack filled with now useless adventuring gear. Next to the remains is a journal, quill, and dried bottle of ink. Layered on top of everything are small chunks of gold and gems that look like crumbs. Strangely, after looking at it for a while, the armour, clothing fabrics and bones almost look arranged like a nest.

THE XORN

As the characters investigate the dead remains, a strange creature with red rock skin, three arms with three fingers, three legs with three toes, three eyes, and a large gaping toothed maw atop its body will appear. Scuttling out from between sections of now ruined machinery, it will scamper toward the closest character that's carrying gems. Speaking in the low hums that sound like rumbling movements, this bizarre creature is initially peaceful.

Wilding gesturing with its three arms, it will hold a half-eaten gem and mimic feeding itself. **Simply, it wants treasure to eat because it's hungry.** If spoken to in its native language of Terran or through some other means, it will tell the characters it wishes to be fed (at least 100gp worth of wealth), after which it will help and leave.

The Xorn (MM pg. 304) knows a little information about the surroundings, having inexplicably walked into a portal to the dimension after sensing bountiful food inside. Not knowing how to get out, it kept itself fed on a steady supply of treasure from dead adventurers. It dislikes the Modrons, saying they are a bunch of busybodies.

If not fed it will fight the characters for their wealth. If it looks as though it's going to lose, it will attempt to steal what treasure it can and escape.

THE SKELETON'S JOURNAL

Reading the journal, you quickly discover that it was penned by a human adventurer named Argyle. The last entry details how a being that lives below, called the Creative Director killed the author's companions in terrible dungeon experiments. The final paragraph of the journal is a plea for whoever finds it not to trust the Director, and instead speculates that the only way out of this dimension is through the Creative Director's defeat or a clever logic-driven bargain. Neither of which, in Argyle's wounded state, can he hope to accomplish.

APPENDIX A: TRAP EFFECTS TABLE

Roll Result (1d12)	Trap Effect
1	This trap triggers two more traps. Roll again twice, both of those effects are set off.
2	A servo-arm appears from beneath the tile and attempts to grab a weapon from the character. They may attempt a Strength or Dexterity saving throw against a DC 10 to avoid this effect.
3	A piston driven pillar from the roof comes crashing down onto the triggered tile. The creature that triggers this effect must make a DC 10 Dexterity saving throw or take 2d6 bludgeoning damage.
4	A spout of fire releases from the floor. The creature that triggers this effect must make a DC 10 Dexterity saving throw or take 1d10 fire damage (half damage on success).
5	The triggered tile slides aside to reveal a 15ft deep box-pit below. The creature triggering this effect must make a DC 10 Dexterity saving throw or fall into the pit.
6	A bear-trap like mechanism appears around the edges of the triggered tile and snaps together. The triggering creature must make a DC 10 Dexterity saving throw or take 2d6 slashing damage and become restrained. A DC 10 Strength (Athletics) check is needed to become free.
7	The triggered tile begins to swivel. The triggering creature must make a DC 10 Dexterity saving throw or lose balance, become prone and be forcibly moved 5ft in any direction of the DMs choice.
8	Suddenly spikes appear and thrust out of the trigger tile and every tile within 5ft of it. Any creature within this range must make a DC 10 Dexterity saving throw or take 1d12 piercing damage.
9	A cooling valve from beneath the triggering tile erupts. The triggering creature must make a DC 10 Dexterity Saving throw or take 1d6 cold damage and have their speed reduced by 10ft until the start of their next turn.
10	The triggered tile begins to vibrate and magnetically draw all items within 5ft of it toward the ground. This includes weapons and gear held by the triggering creature. DC 10 Strength saving throw to hold onto the items
11	The triggered tile causes a noxious gas exhaust pipe to activate. Fumes instantly smother the triggered tile and every tile within 5ft of it. Any creature within this range must make a DC 10 Constitution saving throw or take 1d4 poison damage and become poisoned for 1 minute.
12	The triggered tile presses into the ground with a harmless *click*. All other tiles within 5ft of the triggered tile silently become armed as trap pressure plates.

APPENDIX B: MAGIC ITEMS

LANTERN OF MINIATURE FIREBALL

Wonderous Item

This cylindrical lantern looks like a large vial that contains a small marble of burning-hot red mass, like a miniature sun.

This object functions like a hooded lantern, except it never runs out of light. When thrown or shattered, the small bead of molten mass inside it turns into a fireball that explodes in a 20 foot-radius sphere.

A creature caught within the explosion must make a DC 12 Dexterity saving throw, or take 4d6 fire damage on a failed save, or half as much on a successful one. It also ignites any flammable objects in the area, including those being worn or carried.

Uncommon



CLOAK OF THE CHAMELEON

Wonderous Item (Cloak)

This black-gray cloak has a simple design that curves and wraps around the wearer. When worn, it droops down the body, giving a sullen appearance. On the cloaks inner side there is a stitching on the fabric that reads, "T.K."

While wearing this cloak with its hood down, its black-gray colors shift to match the surrounding environment. If the wearer is standing still the colors will make them seem almost invisible.

The wearer has advantage on Dexterity (Stealth) checks for as long as they stay unmoving. If the wearer is moving and the hood is down, the colors shift wildly to keep up with environment, and they have disadvantage on Dexterity (Stealth) checks.

Common (Requires Attunement)



SECOND-HAND GLOVES OF THIEVERY

Wonderous Item (Hands)

These fine black leather gloves are faded and worn from many years of use. On their cuffs are several professional engravings, each a different design and style. These engravings seem to have been made by different people at far different points in time. They read: "R.D", "V.E", "P.H," and finally "T.K".

These gloves have an almost muscle memory to them, every so often the wearer may feel their more experienced tug take over.

These gloves allow the wearer to forgo rolling a d20 and instead get a 10 on the die for a single Dexterity (Sleight of Hand) or Thieves Tools check. Once used, this property can't be used again until the next dawn.

Uncommon



GOLDEN GEAR AMULET

Wonderous Item (Neck)

This simple golden gear with a fabric strip tied through it as a makeshift necklace. Featured on the cogs center is a hairline fracture.

When you make an attack or saving throw while wearing this amulet, you can activate it once and forgo rolling a d20 to get a 10 result on the die. This item can be activated 3 times before the fracture within the center grows too big and breaks the cog apart, making it non-functional.

Uncommon



APPENDIX C: MONSTERS

DILUTED GELATINOUS CUBE

This Gelatinous Cube contains two perfectly preserved Monodrone Modrons which have gotten stuck within its oozy body. Following the last program given to them, the Modron's attack any adventurers within their reach, though this proves difficult now... being stuck inside a Gelatinous Cube and all. In addition to engulfing people, this now "diluted" version of a gelatinous cube also has a ranged attack in the form of javelin throwing Modrons who are stuck inside it.

DILUTED GELATINOUS CUBE

Large ooze, unaligned

Armor Class 8

Hit Points 94 (8d10 + 50)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14	3	20	1	5	1
+2	-4	+5	-5	-2	-5

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius)

Languages: -

Challenge 3 (700 XP)

Ooze Cube. The Diluted Gelatinous Cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the Diluted Gelatinous Cube's Engulf and have disadvantage on the saving throw. Creatures inside the Diluted Gelatinous Cube can be seen but have total cover. A Creature within 5 feet of the Diluted Gelatinous Cube can take an action to pull a creature or object out of the Diluted Gelatinous Cube. Doing so required a successful DC 12 Strength Check, and the creature making the attempt takes 7 (2d6) acid damage. The Diluted Gelatinous Cube can hold only up to two Medium or smaller creatures inside at a time (Not including the Modron's).

Transparent. Even when the Diluted Gelatinous Cube is in plain sight, it takes a successful DC 12 Wisdom (Perception) check to spot a Diluted Gelatinous Cube that has neither moved nor attacked, instead they simply see two Modrons floating in air. A creature that tried to enter the Diluted Gelatinous Cube's space while unaware of the Diluted Gelatinous Cube is surprised.

Engulfed Modrons. Whenever this creature drops to 0 hit points or below, the two Modrons within it are also destroyed and their bodies disintegrate into dust, leaving behind their weapons and anything else they were carrying.

ACTIONS

Multiattack. The Diluted Gelatinous Cube makes two Javelin attacks and a Pseudopod attack, or two Javelin attacks and an Engulf action.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 10 (3d6) acid damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5ft., or range 30/120ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Engulfed. The Diluted Gelatinous Cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Diluted Gelatinous Cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Diluted Gelatinous Cube. A creature that chooses not to be pushed suffered the consequences of a failed saving throw.

On a failed save, the Diluted Gelatinous Cube enters the creature's space and the creature takes 7 (2d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 10 (3d6) acid damage at the start of each of the Diluted Gelatinous Cube's turns. When the Diluted Gelatinous Cube moves, the engulfed creature move with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Diluted Gelatinous Cube.

EVIL WIZARD CONSTRUCT

The Evil Wizard Construct is a menacing shadowy black metal cylinder whose void-like form barely gives away its edges and curves. Atop of the cylinder is two red hot eyes that pierce the heart of anyone who meets their gaze. Its body has four thin arms that end in a collection of writhing tendril fingers. These arms wax and wane in a rhythmic fashion and the two closest to the ground hold a jet-black gnarled wizards' staff. This being is both immensely alien and menacing. It is, however, only a dark and twisted illusion created and projected by the Creative Director.

Quotes:

- "You can never defeat me!"
- "You will never stop my evil plan!"
- "I am always greater than! Never lesser than!"
- "The sum of our battle will be your doom!"

CREATIVE DIRECTOR (DECATON)

The Creative Director is a Decaton, an officer in the Modron society who presides over the lower Modron types (Pentadrone, Quadrone, and below). Decatons are administrators and commanders in the Modron Hierarchy and are given a small Modron army to enforce their orders. This Decaton however, was given a special assignment by the Modron deity and leader, Primus. Given command over the dungeon curiosity experiments, it has almost complete control over its pocket dimension.

Decaton's are shaped like spheres attached to two metallic legs. Around their spherical torso, they have ten tentacles and four evenly spaced eyes. On their head is a rubber-like malleable mouth that's quite large with many faux teeth. Decaton's are powerful spellcasters with a range of utility and lawful spells.

The Creative Director is unique compared to its fellow Decaton's, as it shows flares of rogue activity, such as giving itself a name and displaying semblances of emotions like hate. These alterations in programming came about through its entrapment within the Modron Maze pocket dimension. Being a purely lawful being, the Creative Director is unable to escape its "prison" until it finds an answer to the question: what draws adventures to dungeons? This, however, has proven to be an almost impossible task.

VILLAINOUS ACTIONS

These occur at the start of the Director's turn.

Turn 1: Mirror Mirror. As the rooms start expanding out into an infinite number of reflections, three reflections of the Creative Director also appear around him. The Creative Director casts *Mirror Image* on himself.

Turn 2: Get away from me. The Director targets up to five creatures of its choice within 30ft. If they are unwilling, they must make a DC 16 Wisdom saving throw or be teleported to an unoccupied space within 60ft of the Creative Director. The space must be on hard ground.

Turn 3: I am the God here. Until the start of the Directors next turn, every d20 roll made by any character results in a score of 10.

Turn 4+: My will made reality. The Creative Director casts the spell *Command* for free

EVIL WIZARD CONSTRUCT

Medium construct (illusion), lawful evil

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
10	14	12	16	10	12
+0	+2	+1	+3	+0	+1

Damage Vulnerabilities psychic

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, prone, restrained

Senses truesight 120ft., passive Perception 10

Languages: Common, Modron

Challenge 2 (420 XP)

Illusion. The Evil Wizard Construct is an illusion created by the Creative Director. All the damage it deals is in the form of psychic damage. If someone spends an action to make an Intelligence (Investigation) check against a DC 10, they are able to discern this is an illusion and are no longer affect by it. Although they still retain any psychic damage they have taken. If a character hits the illusion, or makes physical contact with it, they are able to discern its incorporeal nature and gain advantage on all Intelligence (Investigation) checks to determine if it is an illusion. Dispel Magic against a DC 14 instantly destroys this illusion.

Displacement. The Evil Wizard Construct projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage.

Spellcasting. The Evil Wizard Construct is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Evil Wizard Construct has the following wizard spells prepared:

Cantrips (at-will): *Chill Touch*, *Dancing Lights*, *Minor Illusion*, *Toll the Dead*

1st Level (4 slots): *Cause Fear*, *Command*, *Magic Missile*, *Shield*

2nd Level (3 slots): *Crown of Madness*, *Darkness*, *Mind Spike*

ACTIONS

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5ft., one target. Hit: 3 (1d8-1) psychic damage.



CREATIVE DIRECTOR

Large construct, lawful evil
Armor Class 16
Hit Points 65 (10d10 + 10)
Speed 30ft., fly 10ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10	14	14	16	10	15
+0	+2	+2	+3	+0	+2

Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities paralyzed, charmed
Senses truesight 120ft., passive Perception 14
Languages: Common, Celestial, Infernal, Modron
Challenge 4 (1100 XP)

Altered Axiomatic Mind. The Creative Director can't be compelled to act in a manner contrary to its nature or instruction of its own choosing.

Disintegration. If the Creative Director dies, its body disintegrates into dust, leaving behind its weapons and anything else it is carrying.

Innate Spellcasting. The Creative Director's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Creative Director can innately cast the following spells, requiring no material components:

At will: *Clairvoyance, Command, Dimension Door, Guiding Bolt, Healing Word, Lesser Restoration, Mending*

ACTIONS

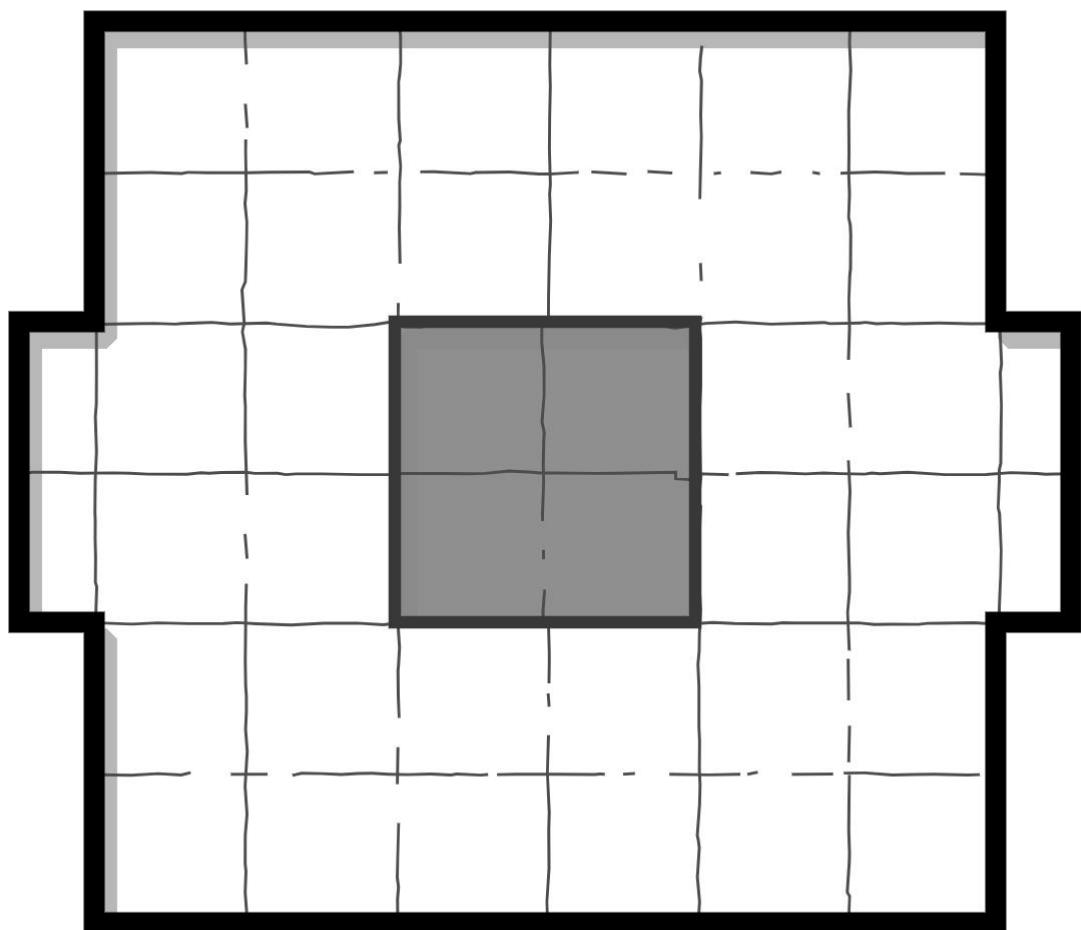
Multiaction. The Creative Director makes ten tentacle attacks. If five attacks hit a Medium or smaller target, the target is grappled (escape DC 12) and the amount of attacks available for the Creative Director is reduced by five. This effect can occur two times for a total of two grappled targets with five tentacles each.

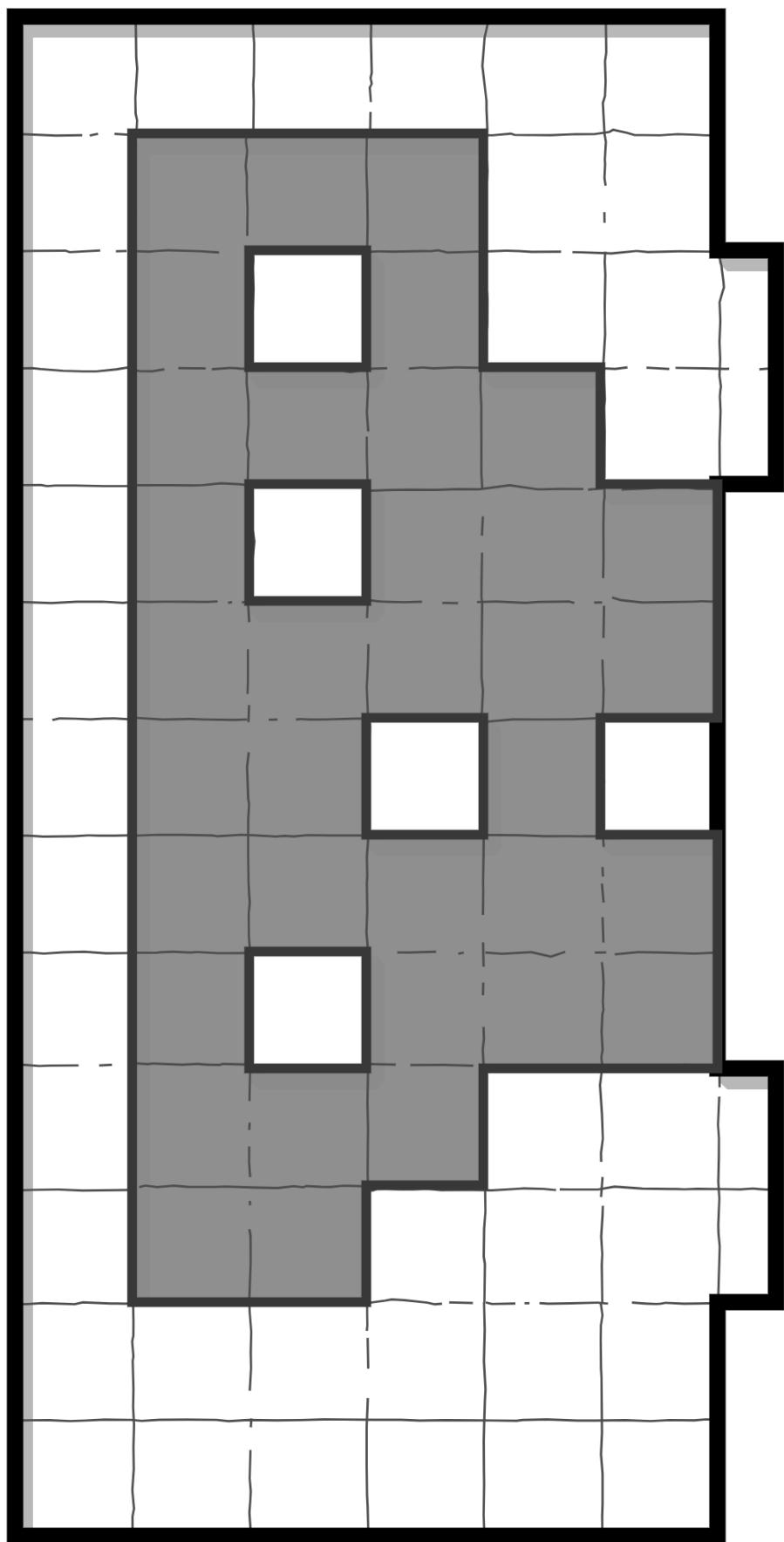
Tentacle. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d4) slashing damage.

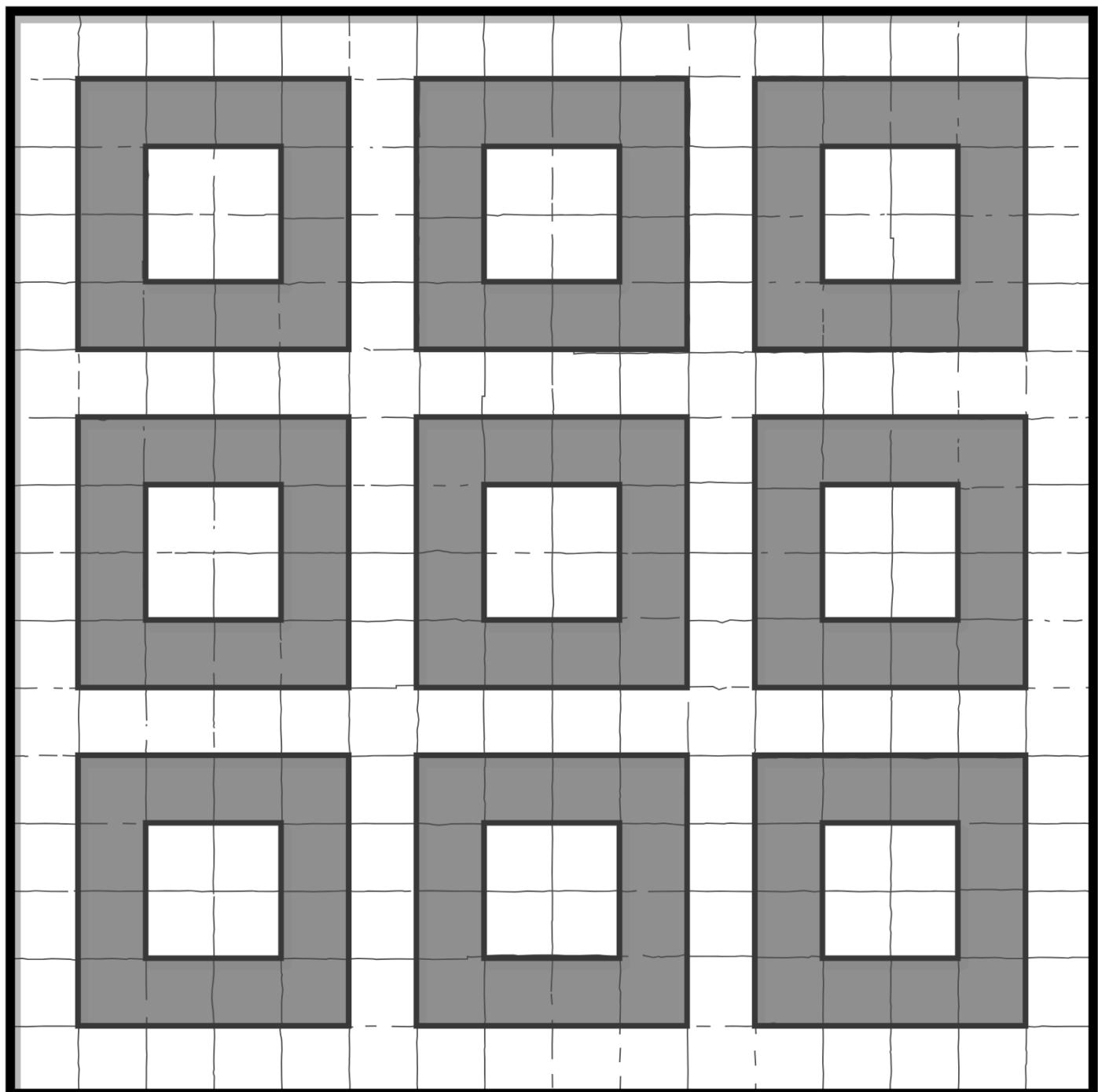
REACTIONS

Emergency Wall of Force. The Creative Director adds 10 to its AC against a melee or ranged attack that would hit it. Until the end of the round, whenever the Creative Director is attacked from that same 10ft. side of its body, it may add 10 to its AC against those melee and ranged attacks.

APPENDIX D: BATTLE MAPS







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